

## Standard Game Air Defense Fire

Die Roll	Firing Side Has...			Contested	Flying Side Has...		
	Air Supremacy	Air Superiority	Advantage		Advantage	Air Superiority	Air Supremacy
≤ -1	*Abort (-4)	*Abort (-3)	*Abort (-3)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)
0	*Abort (-3)	*Abort (-2)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—
1	*Abort (-2)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—	—
2	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—	—	—
3	*Abort (-1)	Abort (-1)	Abort (-1)	—	—	—	—
4	Abort (-1)	Abort (-1)	Abort (-1)	—	—	—	—
5-6	Abort (-1)	Abort (-1)	—	—	—	—	—
7-8	Abort (-1)	—	—	—	—	—	—
≥ 9	—	—	—	—	—	—	—

### DRMs:

- 2 Target hex is within 2 hexes of enemy Airfield or Installation or Naval Unit.
- 1 Target hex is in or adjacent to a hex containing an enemy Armor or Mechanized unit (Amphibiously Assaulting units do not count).
- 1 Attacker Helicopters/Airmobile unit flew over enemy unit (not including target hex).
- +1 per Escort Air Point (max +2).
- +3 if mission is Air Transport in home or friendly country.

### Results:

- (-#): # of Air Points or Attack Helo CS Points which do not support the combat.
- \*: 1 Air or Airmobile Point is permanently lost and transported unit takes a step loss or Attack Helo takes a step loss.

### IMPORTANT:

When the Air Superiority level is in your favor or contested, all missions that begin and end in a hex in your home (or allied) country and do not enter a hex that contains or is adjacent to an enemy ground unit are *immune* from Air Defense Fire.

### Abort:

**Combat Support Missions:** No Effect

**Transport/Rebasing Missions:** All aborted units are returned to their starting hex. Aborted Helos are rotated to reflect a mission flown. Airmobile Points are considered spent.

## Standard Game Air Points

Die Roll	Game Turn					
	1	2	3	4	5	≥ 6
≤ 0	6   10	7   9	9   11	10   15	12   16	12   18
1	6   9	7   8	9   10	10   14	11   15	11   16
2	5   8	6   8	8   9	9   12	10   13	10   15
3	5   7	6   7	8   8	9   10	9   12	9   13
4	4   7	5   7	7   7	8   10	8   11	8   12
5	4   6	5   6	6   7	7   9	7   10	7   11
6	3   5	4   5	5   6	7   8	6   9	6   10
7	3   5	3   5	4   5	6   7	5   8	5   9
8	2   4	2   4	4   5	5   6	4   7	4   8
≥ 9	1   3	1   4	3   4	4   6	3   6	3   7

### Key:

Results to the left are **non-Allied** | Results to the right are **Allied**

### DRMs:

- +1 per Airbase (but not Airfield) which is enemy controlled.

### Results Modifiers:

- 1 per Air Point permanently lost.

### Weather Modifiers:

#### Overcast

- Limited All-Weather Capability = ½ Air Points (rounded up)
- No All-Weather Capability = ¼ Air Points (rounded up)

#### Storm

- Limited All-Weather Capability = ¼ Air Points (rounded up)
- No All-Weather Capability = No Air Points

## Standard Game Tables



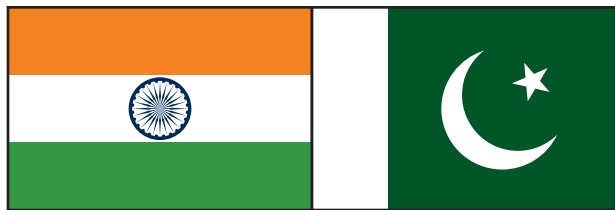
**NEXT WAR:**  
**INDIA-PAKISTAN**



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## NEXT WAR:

# INDIA-PAKISTAN



# Standard & Advanced Game Tables

## Paradrop

Die Roll	Flat	Flat Woods/ Marsh	Rough	Rough Woods
≤ 4	—	—	—	—
5	—	—	—	— / S1
6	—	—	— / S1	1 / S1
7	—	— / S1	1 / S1	1 / S1
8	—	1 / S1	1 / S1	1 / S2
≥ 9	1 / S1	1 / S2	1 / S2	1 / S2

### DRMs:

+1 drop hex is in enemy ZOC

### Results (Standard/Advanced):

—: Successful  
1: Landing unit loses one step  
S1/S2: Place a Strike 1 or 2 marker.

## Clearing Operations

Terrain	Minimum Safe Stacking Points
Urban	4
City	3
Installation/Land Area	2

### DRMs:

—1 Clearing in ROC (including Penghu)  
—1 Per additional Installation in hex  
—1 Clearing from Amphibious Assault  
**OR**  
—1 If unit(s) Clearing on the turn of being Paraded or using Airmobile Movement  
—x Difference between Stacking Points and Minimum Safe Stacking Points (Minimum Safe Stacking – Stacking Points)  
+/-x Difference between ER and Clearing Number  
+1 Stack includes Leg + Armor and/or Mechanized Infantry

## Ground Unit Bridge Destruction

Die Roll	Result
≤ 6	Destroyed
≥ 7	No Effect

### Standard/Advanced Game DRM:

+1 Enemy ground unit adj. to bridge

### Advanced Game DRM:

—1 DRM if friendly HQ within support range and able to trace LOC of 4 Mot. MPs to bridge.

## Replacement/Reconstitution

Unit Type	Step Recovery		Reconstitution	
	Div.	Bde.	Div.	Bde
Inf, Light Inf, Mot. Inf, Mt. Inf	1	1	2	1
Arm. Cav., Recon, Mech., Arm.	3	2	4	2
Abn., Marines	2	2	N/A	N/A
US 101st	N/A	3	N/A	N/A
HQ* (Corps or Division HQ)	1 SP	N/A	2 SP/ 1 RP	N/A
Supreme HQ*	1 SP	N/A	5 SP/ 1 RP	N/A

### Note:

\* Advanced Game only.

RP = Replacement Point

SP = Supply Point

## Bridge Repair & HQ Bridge Construction

Die Roll	Result
≤ 6	Repaired/Constructed
≥ 7	No Effect

### DRM:

+1 Storm

+2 if enemy unit adj. to bridge hexside

### Notes:

**Standard Game:** Friendly adjacent division-sized unit may attempt.

**Advanced Game:** Friendly HQ must be within support range and able to trace LOC of 4 Mot. MPs to bridge; expend a Supply Point.

## Loss of Airbase/Airfield

	0	1-2	3-9
Air Points [Standard]	Lost	Lost	No Effect
Airmobile Points [Standard]	Lost	Lost	No Effect
Each Helo [Standard & Advanced]	Destroyed	Step & Rebase	Rebase

### Note:

Roll on each row each time (Helos when applicable) when an Airbase/Airfield is captured.

## Theater Weapon Targets

**Cruise Missiles:** Installations, Airfields, Beachheads; detected Supply Depot, Supreme HQ, or Naval Unit; Air Defense Tracks; and Missile Point Markers.

**Ballistic Missiles:** Installations, Airfields, detected Supply Depot, detected HQ